

To CHARLES ROBERTSON
With Mr. Bob's Wishes,
and Good Cheer,
Still
Blessing

FLASH
GORDON 1/26/63

BIG

34



BIG BROTHER!

WIG PROTEST: 274: 23 MAY 1967:

WINTER 1912: 23 MAY 1967:

FRANCE (McCallum) Builds (only) a Fleet in West

ITALY (McCallum) Retreat Fleet-Bulgaria (US) to Aegean Sea

Remove Army Serbia

Spring 1913 Moves Due TUESDAY, the 6th. of JUNE at 3 P.M.

FALL 1901: WINDERS GAME #4: 23 MAY 1967:

Winter 1901 Builds Due TUESDAY the 6th. of JUNE at 3 P.M.

ITALY ATTACKS TUNIS ON WAY TO ETHIOPIA!

ENGLAND----Fleet-Norwegian Sea to Norway

Norling Fleet-North Sea to Denmark

Army-Edinburgh to Yorkshire

FRANCE----Fleet-English Channel to Belgium

MacKenzie Army-Burgundy S F English Channel to Belgium

Army-Marseilles to Spain

GERMANY----Army-Ruhr to Munich

Smythe Army-Kiel to Denmark

Fleet-Holland sea

ITALY----Army-Venice to Piedmont

Holton Army-Rome to Tunis

Fleet-Tyrrhenian Sea C A Rome to Tunis

AUSTRIA----Fleet-Albania to Greece

Fellis Army-Serbia S F Albania to Greece

Army-Trieste to Vienna

RUSKIA----Fleet-Gulf of Botania to Sweden

McCallum Fleet-Swastopol to Romania

Army-Germania S F Swastopol to Romania

Army-Moscow stands

TURKEY----Army-Bulgaria to Romania

Pomerville Army-Germania S F to Bulgaria

Fleet-Adriatic to Black Sea

Supply Centers held by these "War Monkeys"!

England-3 home, Hel (4) Build One

France-3 home, Hel, Spa (5) Build Two

Germany-3 home, Hel (4) Build One

Italy-3 home, Tur (4) Build One

Austria-3 home, Serb, Gre (5) Build Two

Russia-4 home, Swed, Rum (6) Build Two

Turkey-3 home, Bul (4) Build One

Peace Corps Units-Port, Den (2) - Total 34:

Pruss Helanca: London-Do you realize that I'm playing in more wars
games than anyone else in BR? Even that make me Little Nephew or ?

Berlin-The new popular song sweeping Germany goes by the title,
Dutchland uber Allies!

Ankara-Turkey has received a declaration of war from the
Russians. We must admit that the declaration was received before
the attack, and that in this the Russians are unique. Honorable?
or no, however, they threatened the peace of Europe. Turkey is will-
ing to aid her friends in dispatching this threat to the peace.

Big Brother-"War! Is a word - Little Nephew!"

BIG BROTHER #34: GAME #2: 24 MAY 1967:
 WINTER 1908: England Builds Fleet London.

 SPRING 1909: TURKEY LANDS ARMY IN SPAIN!
 Fall 1909 Moves Due, TUESDAY, 3PM, 6th. JUNE 1967.

AUSTRIA---Army-Prussia to Berlin
 Zelasny Army-Munich to Burgundy
 Army-Marseilles S A Munich to Burgundy
 Army-Tyrolia to Munich
 Army-Schmania S A Tyrolia to Munich
 Army-Silesia S A Tyrolia to Munich
 Army-Rumania to Galicia
 Army-Piedmont S A Marseilles
 Fleet-Gulf of Lyon C Turk. A Tuscany to Spain
 Army-Moscow stands
 ENGLAND---Army-Paris to Picardy
 MacKenzie Fleet-Mid-Atlantic S Fren. F Spain (SC)
 Fleet-Irish Sea S F Mid-Atlantic Ocean
 Fleet-English Channel S F Mid-Atlantic
 Fleet-Baltic Sea S Fren. A Berlin
 Fleet-St. Petersburg (NC) holds
 Fleet-Norway S F St. Petersburg (NC)
 Fleet-London stands
 FRANCE---Fleet-Spain to Marseilles*(Read rule 8C also:)
 Biran Army-Gascony S F Spain to Marseilles
 Army-Burgundy S F Spain to Marseilles
 Army-Ruhr to Munich
 Army-Riel S A Ruhr to Munich
 Army-Berlin S A Ruhr to Munich
 Fleet-Brest to English Channel
 TURKEY---Army-Tuscany to Spain
 Dygett Fleet-Western Med. S A Tuscany to Spain
 Army-Livonia to Prussia
 Fleet-North Africa S F Western Mediterranean
 Army-Syenna stands
 Fleets-Bulgaria(SC) & Black Sea stand
 Fleets-Tunis & Ionian Sea stand

(* French F Spain (SC) retreats to Portugal)
 Press Release: "Britain Rots of Ruck" from France!

EDITORIAL: Another Lusitania to gyp the people!

The Postal Diplomacy fanning Orthane has been sent out only once in the last six months! Yes, just one issue in half a year. This lone copy was received over three months ago. Someone was supposed to take over but this same person didn't even write to the players in at least three of the games. John McCallum WE suggest that you take over Orthane as you did Brobdingnag and soon!

DIPLOMACY

SUMMARY OF THE RULES

This introduction contains the most basic rules of Diplomacy. An understanding of all the rules, found in the booklet entitled "Rules of the Game", is, however, important. If any conflict appears between this introduction and the Rules of the Game, the latter control.

1. Positions. Place the armies (square blocks) and fleet (long blocks) on the board in these positions:

England (dark blue)	Army at: Liverpool	Fleet at: London	Fleet at: Edinburgh
Germany (black)	Berlin	Army at: Munich	Fleet at: Kiel
Russia (white)	Moscow	Warsaw	St. Petersburg (South Coast)
Turkey (yellow)	Army at: Constantinople	Smyrna	Ankara
Austria-Hungary (red)	Vienna	Budapest	Trieste
Italy (green)	Rome	Venice	Naples
France (light blue)	Paris	Marseilles	Bordeaux

2. Selection of Countries. Each player represents one country. To determine who gets what country, put blocks representing each country in a hat or box and draw.

3. Object. The object of the game is to dominate Europe. This occurs when one country has 18 supply centers (identified by black circles).

4. Playing Areas. The board is divided into playing spaces by black lines. A piece may move only into one of the spaces next to the one it is on. A fleet may move only on a space representing water or on a space with a coast line. Armies may not move on a water space. Only one piece may occupy a playing space at one time.

5. Moves. Each country may move any, all, some or none of its forces on a turn. Moves are made in this way: All countries write down secretly the orders for their forces.

Example: Germany writes, "Munich army to Ruhr, Kiel fleet to Holland, Berlin army to Silesia." England writes, "London fleet to North Sea, Edinburgh fleet to Norwegian Sea, Liverpool army to Yorkshire."

The orders of all the countries are then made public at the same time. This is done by each country reading its order aloud in turn. No country can change its orders after it hears those of another country. The forces of each country are moved as the orders indicate.

6. Standoffs. Suppose France orders its Paris army to Burgundy, while Germany orders its Munich army to Burgundy. The result is a standoff. Neither army may move. The same result follows if one army (or fleet) is ordered to a space already occupied by another and the other does not move. There is a standoff and neither army moves. The same result also follows if an army is ordered to a space already occupied by another while that army is being ordered to the space the first army occupies.

Example: Austria orders its Trieste fleet to Venice. Italy orders its Venice army to Trieste. The result is a standoff and neither fleet or army moves.

7. Support. An army or fleet may be ordered to support another army or fleet on the space being attacked. This is called the support order.

Example: Germany has one army in Burgundy and one army in Picardy. It is attacking Paris occupied by a French army. It writes, "Burgundy army to Paris. Picardy army supports Burgundy army in attack on Paris." Germany thus has a superior force attacking Paris. The French army must retreat to neighboring empty space. It cannot retreat to Burgundy because the attack is coming from there. If no other space is empty, the French army is destroyed.

Note particularly that a support order can be written only if the piece ordered to support is next to the space being attacked. An army may not support another army merely because they are next to each other. The supporting piece must be next to the space on which the attack is made.

A support order can also be used defensively. Thus one army can be ordered to support another in a space it already occupies. In the example given above, if France had an army in Gascony it could have ordered this army to support the army in Paris. Then there would have been a German force of 2 armies faced by a French force of 2 armies. The result would be a standoff.

A piece cannot both move and support.

8. Adding Armies or Fleets. How are additional armies or fleets obtained? By capturing a supply center on a Fall move. The first move of the game is called "Spring 1901." The second move is "Fall 1901." The third move is "Spring 1902", the fourth "Fall 1902", etc. The supply bases controlled by a country at the end of the Fall moves are what count. If a country controls more supply centers at the end of a Fall move than it did on the previous Fall, it can add as many armies or fleets as it won extra supply bases. These extra pieces must be placed each on one of its home supply bases. If a country has lost supply bases in the Fall, however, it must reduce its forces by as many pieces as it has lost supply bases.

Each country is counted as controlling its home supply bases until some other country occupies them. Similarly, once a country has won a new supply base by occupying it in the Fall, it continues to control this base until some other country occupies it in the Fall. Thus a country can move out of a home supply base or a supply base it has won in the Fall, and the base still counts for that country until actual occupation of the base by someone else.

9. Convoys. Armies may move across water by fleet. The army must be on a coastline and the fleet must be in a water space next to the coast. The move is from land to land by sea.

Example: England has an army in Yorkshire, and a fleet in the North Sea. It writes, "Yorkshire army to: Holland by North Sea fleet." Its Yorkshire army moves to Holland on this turn.

10. Diplomacy. This is the most important rule of the game. Before each move the countries negotiate with each other. They may agree on moves each will make, attacks they will carry out, support they will give each other, and spaces they will or will not invade, and they may conduct propaganda or espionage. Any agreement is possible. The rules impose no sanction for failure to carry out an agreement. Negotiations may be secret or public. They may take place at the playing table or in another part of the room or house.

Price: \$7.50 postpaid.

Questions regarding the game should be sent to Games Research Inc.
42 Wareham Street, Boston, Massachusetts 02116

Derek

Note!



RULES TO BE FOLLOWED BY THE GAMESMASTER IN BIG BROTHER:

1. Except as listed below all of the original rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves to be accepted except where asked by the gamesmaster, in a specific situation, to speed up the game.
- 4A. The rule that "A unit ordered to move, even if unsuccessful, still may cut a support" is hereby set aside if that attack is ordered to be given by a conveyed army and that convey is actually disrupted.
- 4B. Moreover if the convey is not disrupted, the direction of attack of the conveyed army is regarded as coming from the position of the last conveying fleet, and not from the point of origin of the army.
- 4C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby set aside in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to resign. If he can publish a game then he can cond in moves for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next move has been published. However I will try to correct errors of my own making!
8. Mechanics of writing orders same as Games Research rulebook except that the following are not valid in this game:
 - A. Confusing a Fleet for an Army or vice-versa.
 - B. Naming the wrong Province or Body of Water.
 - C. Not naming or giving improper coast if a Fleet is moving From or To Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they are removed from the board.
10. Each player must send in his own moves.
11. A player must tell me the truth. He is expected not to tell the other players the truth. (Well hardly ever!)

Rules continued on next page:

Rules to be followed by the Gamesmaster in Big Brother: (Cont.)

12. A. Moves will be accepted by mail, telephone, pony express, ~~and~~ & etc. but any errors in communication will have to stand.
B. All players are expected to furnish the Gamesmaster with his or her correct telephone number.
C. You may change your move, if you desire, by any method in 12-A above - limited only by deadline date time of 3:00 PM E.S.T. and the case of 12-B below.
D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. Once these moves are typed on masters, ready to run off for Big Brother then any other changes in moves are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, wins game.
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
15. If any player misses a total of any three moves the civil government in his country has collapsed. His units stand in position and defend themselves but do not support each other.
16. Any player may, if he wishes, support standing units in the cases of 14. or 15. etc.
17. Gollanov's "Central Council" is in charge of Big Brother. Examples: P-Portugal to Spain (80) & Spain (80) to Portugal.
18. In Big Brother we agree that: A means army, B means Fleet, C means support, & C means victory as in rule book.
19. A country may NOT support another country in an attack on its own units. (This is meant to be a different kind of support.)
20. A Fleet in a split position may move to any place in which it can legally move.
21. When a doubly attacked force is in the middle of a conflict which results in a standstill, the force moves and controls the running of the game then provisions of body of water mixed with the blood of those who did not survive the holocaust.
22. Please do not call the gamesmaster collect and from now on this gamesmaster may refuse moves that come "postage due!"
23. This gamesmaster believes in "Fair Play" and ethics.
We will NOT: Accept moves after deadlines.
We will NOT: Make moves for players who forget.
We will NOT: Ask others to move for those lazy players.
We will NOT: Help one player with information about another.